Subject: Trouble Adding Molle System
Posted by Off_Topic on Tue, 08 Oct 2013 01:09:03 GMT

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Hopefully someone can help me with this because i've hit a brick wall.

I can't get the Molle system to work, i've searched and experimented but it's just not working out for me.

I'll give two examples of Molle Rig and Mod Pouch i want to attach to it to see if anyone can point me in the right direction.

x
MLBE Gear
MLBE Gear
Several pouches ...
LBE Gear
...
131072
1
51
1
698
10
43
80
1
2
1
1
1
2
1
  100.0

[color:#33CC00]If i want to add an Attachment point to this, is there a specific one for Molle?[/color]

51
2
0
46

19
[color:#FF0000]...[/color]
10
10
10
10
26
0
0
0
0
0
8
0

[color:#33CC00]How exactly are pockets available defined?[/color]

1653
MLBE - Pistol
Modular LBE - Pistol Holster
Customize your load bearing equipment according to your wishes!
Modular LBE - Pistol Holster
Customize your load bearing equipment according to your wishes!
        131072
16777216
[color:#FF0000]4096[/color]
1
53
2
174
3
31
50
5
4
1
1
1
1
2
1
100.0

[color:#33CC00]Is thic correct, i just create a new entry in new attachment class?[/color]

0
None

1
Default

2
Barrel

4
Laser

8
Sight

16
Scope

32
Stock

64
Ammo

128
Internal

256
External

512
Underbarrel

1024
Grenade

2048
Rocket

[color:#FF0000]
4096
MOLLE Small
[/color]

8198
MOLLE Medium

53
1
0
42
      0
      ...
11
0
0
0
0
0
0
0
0
0
0
0

[color:#33CC00]
And this pocket is defined in ATTACHMENTSLOT...[/color]

31
MOLLE Leg Upper Left
4096
1

187
10
0
0
1

Is there something else i need to be aware of? Any help is greatly aprreciated.

Subject: Re: Trouble Adding Molle System
Posted by Strohmann on Tue, 08 Oct 2013 09:53:51 GMT
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AttachmentPoint.xml: No, you don't have to use a specific one, as long as you don't exceed the upper limit of 18446744073709551615. But as the stock 1.13 AttachmentPoint.xml is completly blank, you have to fill it with entries first... or use
Attachments.xml.

NasAttachmentClass.xml: Yes, will need new entries.

AttachmentSlots.xml: xyz is the number of the up to 12 slots for the pockets.

After a quick glance i only spotted you didn't adapt the item sizes after copy-pasting from my mod. If i remember correctly stock 1.13 limit is 34. Is this the source of the error?

Also:
Toggle SpoilerDerpy "Manual"Design Document MOLLE

###Principles###

For each LBE item, there's a definition which pockets may be changed and how much space the new pockets may take up in total.
For each Pocket, there's a definition how much space it takes up on a carrier.

If there's a free pocket slot and enough space -> attach item and enable pocket.

E.G.:
A Carrier leg rig may have an available Volume of 25 and 5 available pockets (=5 attachmentslots)
An AR-Mag pocket has a volume of 8
A Small Utility pocket has a volume of 5

You may add 3 AR-Mag pockets to the Carrier
OR
5 SU pockets
OR
1 AR and 3 SU

OR
2 AR and 2 SU
BUT
not 4 AR, as their total volume would be 32

###Tags###

===Pockets.xml===

 How large is this pocket? This is used internally to check if a carrier can't fit anymore pockets, even if there are empty slots.

===LoadBearingEquipment.xml===

 How much space is there to add pockets?

 A bitfield that determines if a free spot can be used at all (limits the number of slots on smaller carriers)

===AttachmentSlots.xml===

 The pocket that this slot changes
 Range 1-12
 Corresponds to PocketIndex1...12

===Items.xml===
16777216
 Not a new tag, but this AC denotes pouch attachments and accepts duplicates like Grenade and Rocket doJMichlbePocketsAvailable has a maximum value of 4095 (2^12 - 1), since an lbe may have a maximum of 12 pockets.

Subject: Re: Trouble Adding Molle System
Posted by Off_Topic on Tue, 08 Oct 2013 10:42:06 GMT
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Hi Strohman, i was using your mod as a template to figure out the Molle system for a finish. I got hung up on the attachment points because i hadn't used them before.

With regards the attachment points, since 1.13 is blank i would just start at 1, when i fill that entry, how exactly is that defined/connected to attachments i want to add?

Thanks for the advice, i can see things a lot clearer now, my head was fried!

Subject: Re: Trouble Adding Molle System

Posted by Off_Topic on Tue, 08 Oct 2013 11:28:34 GMT

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I do not f@%*$ing believe that, lol.. i stripped this down several times trying to figure out what was wrong and it was laziness that got me in the end...

You were right about the item size, i hadn't noticed...aaarggh. Thanks a million.

Subject: Re: Trouble Adding Molle System
Posted by Strohmann on Tue, 08 Oct 2013 12:49:13 GMT

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For example:

0
None

1
Scopes

2
Laser Attachments

4
Muzzle Attachments

8
Underbarrel Attachments

"preceding id*2 (2x8=16 in this case)"
abc

"preceding id*2 (2x16=32 in this case)"
xyz

...
In Items.xml you add these ids to the attachments in *here*